

FREE!



WWW.GAMERZINES.COM

EMAIL THIS MAGAZINE TO A FRIEND

Click Here → Cover | Contents | Previews | Interview | Reviews | Subscribe Now

360Zine

Issue 5 | May 2007

Free Magazine For Xbox 360 Gamers. Read it, Print it, Send it to your mates...

MASSIVE PREVIEW

Grand Theft Auto IV

Bigger and badder than ever before...

VIDEO FOOTAGE INSIDE!

ENTER THE 360Zine CHALLENGE

ALSO INSIDE!



1 EARTH DEFENCE FORCE
Unashamedly antastic



2 FABLE 2
Aware of the dog?



3 DEF JAM: ICON
Hip-hop 'til you drop

PLUS LOADS MORE!

HUGE REVIEWS
VIRTUA TENNIS
Champion Xbox Live action

SHIVERING ISLES
It just gets better and better

EXCLUSIVE INTERVIEW

COMMAND & CONQUER 3

Producer Raj Joshi
talks C&C on Xbox 360

NEW XBOX 360 LATEST NEWS!

360 ELITE UNVEILED

Full details inside





Welcome to 360Zine



True to form, on the stroke of the PS3's European launch Microsoft has raised its game to pull a spanking new version of its next-gen console out of the hat. You can gen up on the Xbox 360 Elite over the page.

By some strange coincidence this issue also boasts the biggest compliment of award titles we've seen since the launch of 360Zine - four titles, count 'em, collect the coveted 360Zine Award this time around.

With fantastic new games in the offing, and the continued consolidation of Xbox Live as the medium for playing online, there's no doubt that Microsoft is taking the fight to Sony. And that's before the launch of Halo 3 and GTA IV, complete with exclusive 360 episodic content.

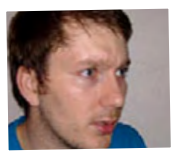
There's never been a better time to be a gamer. Game on...

Dan Hutchinson, Editor
360zine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of the new issue!

MEET THE TEAM

Probably the best games writers on the planet



Lee Hall

GTA IV. GTAIV. GTA IV. Lee's vocabulary has been a touch limited this month



Steve Hill

Hilly's been down in the hood with Def Jam and rapping with C&C 3



Keri Allan

Teenage Mutant Ninja Turtles take Keri back in time



Kieron Gillen

Fiercely independent, Kieron bucks the review consensus with EDF 2017



Ian Morris

Fresh from the asylum that is Shivering Isles, Ian has found his spiritual home

Don't miss! This month's top highlights

Grand Theft Auto IV

WATCH THE VIDEO HERE

PAGE 7



XBOX 360 Elite

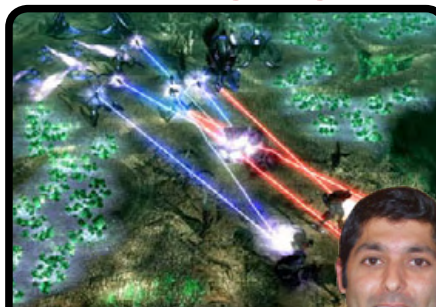
PAGE 3



Earth Defence Force

Killing ants has never been more fun

PAGE 17



Command & Conquer 3

Exclusive interview with Raj Joshi

PAGE 13



Virtua Tennis

Smashing fun

PAGE 23



QUICK FINDER



Every game's just a click away!

Turning Point: Fall of Liberty

Pirates of the Caribbean:

At World's End

Overlord

Devil May Cry 4

Tenchu Z

Hei\$ht

Halo 3

GTA IV

Fable 2

Command & Conquer 3

EDF 2017

TMNT

Virtua Tennis 3

Def Jam:

Icon

Shivering Isles

XBLA



**READER
FEEDBACK!**
Click here to
tell us what
you think of
the new Elite!

The 120Gb hard
drive will also be
available separately.

Matt black controllers.
Nice.

Another bundle
of fun from
Microsoft.

Look – it's a 360 that
matches your telly.

FIRST LOOK

Xbox Elite

Is it because I is black?

What's the story?

Microsoft has finally confirmed the industry's worst kept secret™ that a third flavour of 360 will join the Core and Premium models currently on shelves. The 360 Elite, with its shadowy colouring, is a little more than a mere change of clothing for our console, but some were surprised at the lack of built-in wireless, charge pack for the controller or HD-drive.

What do we know?

The Elite packs a 120Gb as standard, capable of holding all your videos you'll soon be downloading and then some. You'll be able to transfer data from your old HD using a migration cable, though this does not come as standard in your Elite bundle. It also now has an HDMI connection for those who are convinced they need it.

When do we get more?

With the US release imminent, expect confirmation of shipping dates and price over here in early May.

Anything else to declare?

The 360 Elite is a response to Sony's new console so it's aimed at new 360 owners, rather than for existing gamers. Microsoft says it has no plans to ship all of its peripherals in the new black, either, so you'll need a biege wireless kit. We are expecting the black beauty's arrival to have a knock-on effect for the price of the lower spec models, though there are no officially announced plans for a price change. The 120Gb drive will be available separately; it's going to cost you an arm and a leg (\$180 in the US).

**"Microsoft has
finally confirmed
the industry's
worst kept secret"**



PATHFINDER

TWO WORLDS. ONE WAR. THE ULTIMATE BATTLE BEGINS.

15 CONTAINS STRONG BLOODY VIOLENCE

TWENTIETH CENTURY FOX PRESENTS A PHOENIX PICTURES PRODUCTION A FILM BY MARCUS NISPEL "PATHFINDER" KARL URBAN MOON BLOODGOOD RUSSELL MEANS RALF MOELLER AND CLANCY BROWN MUSIC BY JONATHAN ELIAS COSTUME DESIGNER RENEE APRIL
EDITED BY JAY FRIEDKIN GLEN SCANTLEBURY PRODUCTION DESIGNER GREG BLAIR DIRECTOR OF PHOTOGRAPHY DANIEL C. PEARL, ASC EXECUTIVE PRODUCERS VINCENT OSTER BARBARA KELLY LOUIS PHILLIPS PRODUCED BY MIKE MEDAVOY ARNOLD W. MESSER MARCUS NISPEL
SCREENPLAY BY LAETA KALOGRIDIS
www.pathfindermovie.co.uk DIRECTED BY MARCUS NISPEL
IN CINEMAS NATIONWIDE FROM APRIL 20

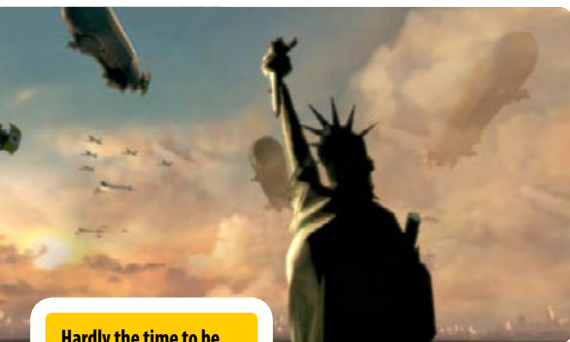


Publisher: Codemasters
Developer: Spark Unlimited
Heritage: Call Of Duty: Finest Hour
Link: www.codemasters.com/turning-point
ETA: Late 2007



This is Manhattan
as you've never
imagined it...

"What would have
happened if Churchill had
sniffed it before WWII"



Hardly the time to be
selling ice-creams...



So that's what they
mean by the Wall
Street crash.

FIRST LOOK

Turning Point: Fall of Liberty

The season before the winter of our discontent...

What's the story?

We're glad you asked. In Turning Point you play a resistance fighter, scraping against the invading forces of Nazi Germany. Only this game is set in 1952 and takes place in the United States.

This is an alternative history first-person shooter that asks, what would have happened if Churchill had sniffed it before WWII, the Americans hadn't joined in until it was too late and Hitler hadn't gone bonkers?

What do we know?

As well as a plot to have history teachers spinning in their grave, TP promises advanced weaponry in the hands of a Nazi war machine that swept aside Britain and the rest of Europe before setting its ambitions on the US.

We're expecting stealth and guerilla tactics to be the main weapons of American forces caught by surprise by a coastal invasion. The shots reveal DC and NYC in disarray, so you'll need all your pluck to prevent the Fall of Liberty.

When do we get more?

Hopefully very soon. The shots so far have a whiff of cut-scene about them, even if they have got us intrigued about an FPS that dares to be different from the battalions of Medal Of Honor clones.

Anything else to declare?

Major Xbox Live support is practically a certainty – the promise of bitter block-by-block battles in New York is unmissable.

INCOMING

Our pick of the new releases coming in 2007



Pirates Of The Caribbean: At World's End

Publisher: Disney | **ETA:** May 25

Swagger into the boots of Captain Jack Sparrow for the official game of the second and soon-to-be-released third Pirates Of the Caribbean movies. This is a third-person swashbuckler in which you grow your rep on the high seas and land by basically kicking the crap out of a string of foes with bad teeth and tattering clothes. We're promised intuitive swordplay and the visuals are prettier than Elizabeth Swann in nought but a corset.

Overlord

Publisher: Codemasters | **ETA:** Summer

Potentially fabulous game for those with a twisted desire to order people about and be generally nasty – and no, we're not just talking about teachers. You play a hardass seeking to become the most feared force of evil in the land. You can call upon an army of lusty minions who will do thy bidding for you.



Devil May Cry 4

Publisher: Capcom | **ETA:** November 17

DMC 4 is a hack and slash adventure game we can truly call our own now it's being spruced up for our superior console. Some plot about evil, rebel emperors and devil hunters isn't enough to put us off a game that boasts hyper-real physics and more bloody-letting than a butchers block on a busy Saturday.



Tenchu Z

Publisher: Microsoft | **ETA:** Summer

Tenchu is a tense and brutal stealth action game set in Japan. You play a ninja guided by gut instinct as you plan a strategy to infiltrate enemy locations in 50 missions for this 360 version. You must be ultra careful how you tread as clever foes respond to sight, sound and even smell.



Hei\$t

Publisher: Codemasters | **ETA:** Late 2007

Who the hell needs GTA IV? Well, us, of course. But hard on its footsteps comes Hei\$t. Set in Frisco in 1969, the game invites you to carry out a string of raids, bank jobs and general criminal wrongdoing against the backdrop of the summer of love. Don't expect this jailbird to fly until Christmas mind.



Halo 3

Publisher: Microsoft | **ETA:** November 16

Still no hands-on beta, but more morsels of info keep coming our way. There will be three editions of the game... Legendary comes with a bonus documentary DVD and a disc with remastered material from Halo 1 and 2, as well as storyboard art. The Limited edition comes with the first of these bonus discs, and the Standard Edition is just the game. Fancy that.



UPCOMING

SPRING 2007

● **Forza Motorsport 2** May

● **Spider-Man 3** May

SUMMER 2007

● **Hour of Victory** June

● **Battlefield: Bad Company** June (pictured)

AUTUMN 2007

● **Medal Of Honor: Airborne** July

● **Frontlines: Fuel of War** September

● **Unreal Tournament 3** September

WINTER 2007

● **Just Cause 2** November

● **Clive Barker's Jericho** November



Publisher: Rockstar
Developer: Rockstar North
Heritage: Grand Theft
everything since 1997
Link: www.rockstargames.com/iv
ETA: October 19

Grand Theft Auto IV

At Liberty to slay...

You'd have thought we'd been teased, but the GTA IV trailer is here, revealing the long-kept secret of this next gen freeform blast's setting and timeframe, while throwing up a blood-stained briefcase full of new posers...

As we anticipated, the series returns to one of its previous haunts – but it's not back to London as was widely touted. GTA IV is firmly set in Liberty City, the New York doppelganger that's looking more like the real-life financial

capital of the world than ever.

You get flashes of what appear to be some of the greatest landmarks on the Manhattan skyline (see NO YORK), and clues such as billboard ads for the Liberty Tree newspaper and a building named the Liberteen place this as Rockstar's fictional East Cost metropolis. There's even a Liberty Ferry terminal that looks to be in need of some TLC and is certainly disused – a great place to hide a John Doe or two?

Judging by the neon billboards which smack of modern day technology, the game is also set in the

present. This could give access to some outrageous new weaponry as well as the usual collection of street shooters and adapted dodgy military kit.

The footage itself is all in-game, showing off a sprawling city with detailed graphics and plentiful streets peopled by passable-looking pedestrians. In all, and thanks to the power of next gen consoles, this all-

"GTA IV is firmly set in Liberty City"



Prepare to paint the town red... with the blood of your fallen foes.

Meet another
GTA anti-hero...



NO YORK

Tour the New York-alike landmarks of GTA IV...



IV

>GTAIV continued

new Liberty City looks set to be a playground for your twisted delusions of power and hunger for victory through superior firepower. Which is just dandy by us.

We're even introduced to a character who is almost certainly the main protagonist, or at least a leading figure in the game. With a thick Eastern European – could it be Russian? – accent, our swarthy guide recounts his own exploits back in his homeland, hinting at a murderous past of kidnaps and killings. He fits in perfectly with the gallery of rogues you've encountered in recent GTA games, though his wish that things will be different now he's in

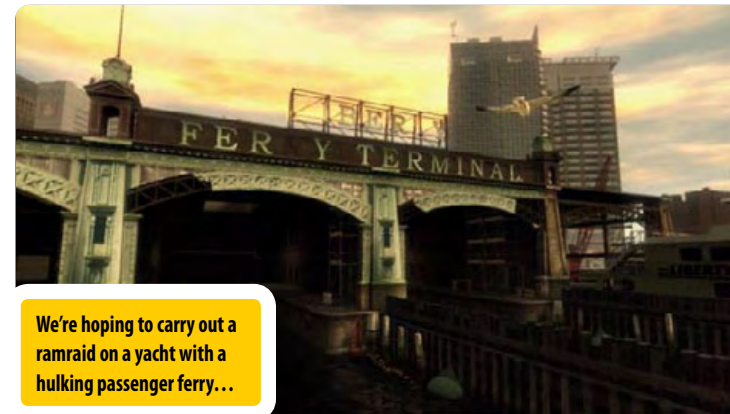
America is no doubt very wide of the mark.

The trailer itself is entitled 'Things Will Be Different', echoing our unshaven guide's sentiments but doubtless hinting at gameplay that will take the staples of vehicle theft, violence and gang warfare in new and deliciously dirty directions.

Certainly things will be different for us Xbox devotees - of the two versions of GTA IV being released simultaneously in October, ours will undoubtedly be the best. The core game will be pretty much exactly the same as the PS3 version, with similar graphics and an identical mission structure. But we're getting something huge that PlayStation 3 owners will only be able to eye jealously... episodic content.

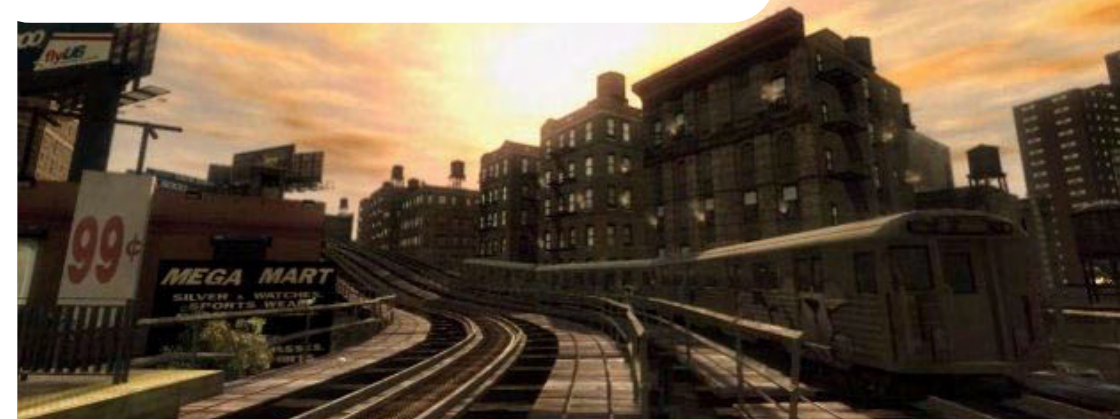


Looking at the billboards gives some clues to the timeline for the game.



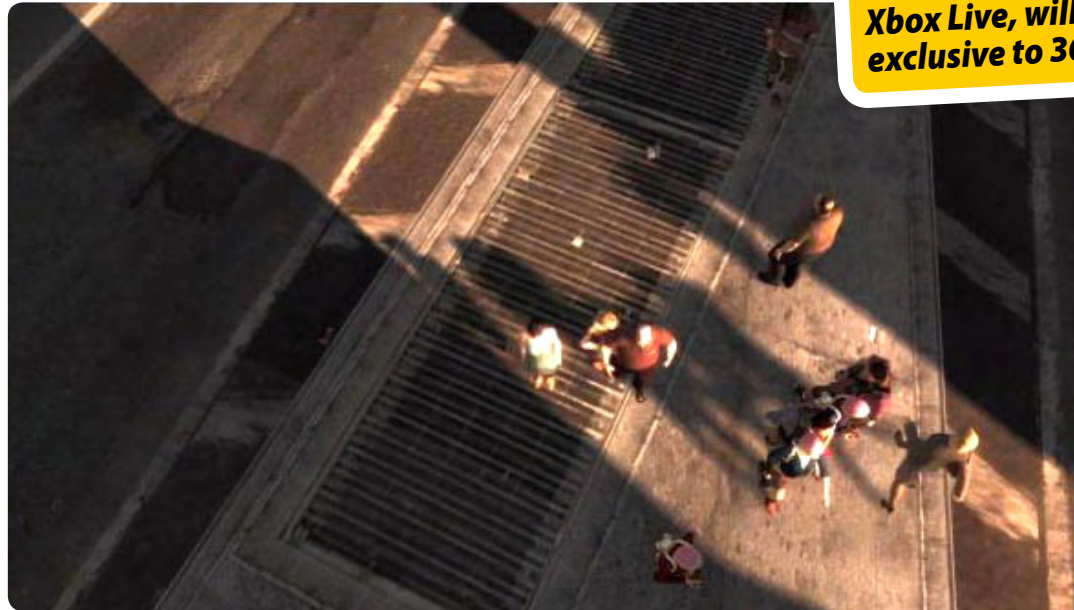
"Vehicle theft, violence and gang warfare"

It's a great flat, and the transport links couldn't be handier...



IV

READER REQUESTS!
Click here to tell us what you'd like to see in GTA IV!



"Actual gameplay via Xbox Live, will be exclusive to 360 gamers"



Forgive me father, for I have sinned... 327 times in the last hour.

>GTAIV continued

It was confirmed way back in May last year that Rockstar will be providing actual gameplay via Xbox Live, and not just a few extra weapons or characters, that will be exclusive to 360 gamers. Details remain skant, but we're expecting a raft of full-on missions to extend the playing time of a game that will doubtless keep you busy for months out of the box anyway.

Certainly all the signs are there that we can expect more of the same gripping and immersive gameplay from a series that cherishes continuity and unrelenting action as much as innovation.

We've already spotted some familiar names in the form of the Cluckin Bell

fast food restaurant, and the series' trademark sense of humour is summed up in the new name for the MetLife building, 'Getalife'.

But we are left wondering just how the game will hold up under the pressure of us lot wandering the streets letting rip with heavy ballistics. Previous GTAs have been prone to slow down, so lets hope Rockstar has not been overly ambitious in populating Liberty City's streets. We're also wondering just how much of the fictional NYC-alike we'll get to explore...

By the looks of it, though, residential areas, a theme park, downtown skyscrapers and the docks are just some of the locales in a game that could well be the biggest and best GTA of them all. ●

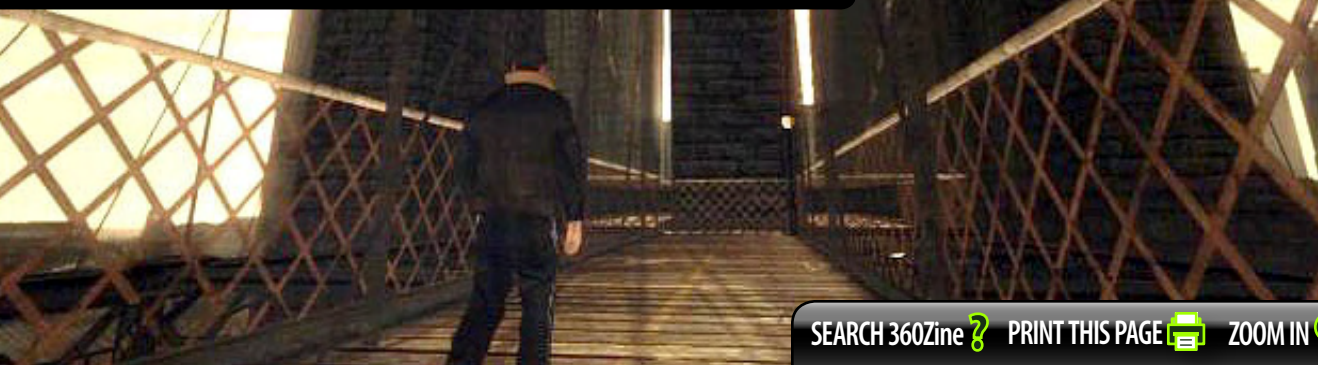


GTA IV
TRAILER

See the in-game footage in all its glory



The bridge looks fenced off – not a case of Rockstar cordoning off areas to limit your wandering, we hope.



360Zine

IV

HOW COMPLETE?

70%

FIRST IMPRESSIONS

90%

The best GTA yet, and best of all on 360.

★ GOLD EDITION ★

CALL OF DUTY 3

GET CLOSER THAN EVER TO THE FURY OF COMBAT



REPLAY THIS VIDEO

FREE
NEW MULTIPLAYER
MAPS AND
BONUS
DVD

OUT NOW!

Call of Duty 3 GOLD EDITION contains a Bonus DVD of exciting content and a key code used to obtain an Xbox Live Marketplace Token for the Call of Duty 3 "Valor" Map Pack (consisting of 5 recently released multiplayer maps) for FREE.

ON THE CALL OF DUTY 3 GOLD EDITION BONUS DVD:

- ★ Making of Treyarch's Call of Duty 3 ★
- ★ Inside the Normandy Breakout: Interviews with Veterans of the Campaign ★
- ★ Call of Duty 3 Official Launch Trailer ★
- ★ Multiplayer Overview: Call of Duty 3's new modes, classes and features by the game's lead designer ★
- ★ Spike's Game Head: Call of Duty 3 Challenge ★



"THIS IS WAR, AND
TO BE HONEST, IT'S
NEVER LOOKED
BETTER."

360 MAGAZINE



"...ANOTHER
MONSTROUS LEAP
TOWARD PERFECTION
FOR THE GREATEST
GODDAMNED WWII
SHOOTER EVER
DEvised."

XBOX WORLD 360 MAGAZINE





FABLE 2

Publisher: Microsoft

Developer: Lionhead

Heritage: Black & White,
The MoviesLink: www.fable2.com

ETA: 2008

READER REQUESTS!
Click here to
tell us what
you'd like to
see in Fable 2!Of course, Albion
is bigger this
time round.

PREVIEW UPDATE

Fable 2

Has someone been playing Nintendogs?

Are we the only ones to have forgiven Peter Molyneux for overstating the gameplay features of the original Fable? Every time the legendary developer gets up to speak about the much-anticipated sequel, he has to express *mea culpa* for what was lacking in Fable, and so it was at the recent GDC (Game Developers' Conference) where Peter showed off some titbits from Fable 2.

What is so strange about the Fable anti-hype is that the original was a great game. It wasn't a pup. For some, it was the best game on the original Xbox, with stunning graphics and some interesting gameplay techniques that hadn't been seen in RPGs before.

Fable 2, however, is very much

going to be a pup. The big GDC announcement was the confirmation of the dog companion, something we questioned in the last preview because of the overlap with the family elements that we know about. However, both of the features have been confirmed as being included in the game and both for the same reason. Fable 2 is going to try and make you feel "love" or perhaps more accurately, emotional attachment.

There are several ways already planned for achieving this. The first is choice of gender for your character, and the second is a more mature (in every sense) marriage mechanic. Now you'll be able to have offspring by choosing to have unprotected sex, though we doubt this will be a 'hot coffee'-esque debacle. If you do have a family there will be "various mechanics" to ensure you go and visit them, even if that's just to give them some money so that they can buy food. You are

**"Fable 2 is going to try
and make you feel
emotional attachment"**

One man (or woman) with his (or her) dog.
And a ruddy big castle in the background
which we keep seeing in artwork.

**"You are responsible
for your family and
their wellbeing."**



> Fable 2 continued

responsible for them and their wellbeing and in return when you do come home from a long day's adventuring, your kids will run up to you to congratulate you on your deeds. In short, they will hero worship you, just as kids do.

The aim is to make you feel good - other NPCs will also comment on your acts and thank you for relevant heroic deeds like saving their town. And if your kids make you feel good, then you'll be more likely to like them and feel attached. Although not mentioned, this seems to confirm that the kids will also think you're brilliant if you're a scheming murderer.

And this unconditional love will continue with your dog. The dog will follow you everywhere, and morph to

match your alignment. (On a side note here, Fable 2 deals in more than just good/evil, it also features kind/cruel and rich/poor.) All the dog wants to do is please you, so it will keep an eye out for threats to you and try and help out - it had previously been thought that the dog couldn't actually harm anything, but could just get in the way, to slow enemies, but in one demo Molyneux showed, you can see that the dog does despatch an enemy.

The dog also targets the most immediate threat to its master. If you prepare to attack someone with a melee weapon and they have a ranged weapon, the dog will attack that person. If you pull out a ranged weapon, it will try and slow any melee equipped adversary from reaching you to give you chance to get a couple of shots off.

As Albion is a changing environment, the dog will be an

essential player's guide, stopping to draw attention to new elements in areas you have already visited and running further ahead than normal in unknown areas to scout for trouble - it barks for you if it spots something.

In essence, the dog replaces the mini-map, which will not be featured because it was felt to be too intrusive in the first game. As with cutscenes (belonging to the old generation), Molyneux seems intent on losing anything that could break the illusion and get in the way of engaging the player emotionally.

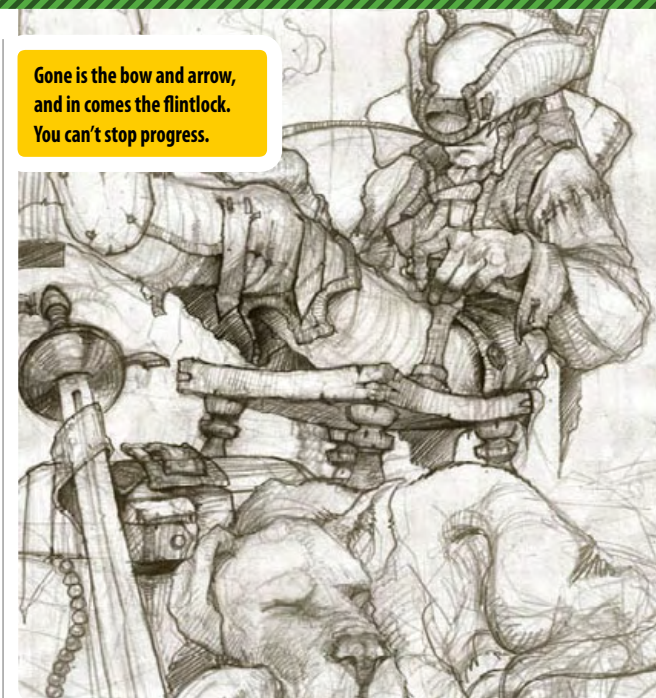
As well as the function of the dog,

"As Albion is a changing environment, the dog will be an essential player's guide"

the player can just interact with the dog for fun. You can play with it, throw it a ball, feed it treats (though don't make it fat!), and buy it goodies - Molyneux says they would be foolish not to consider downloadable content for the dogs. Yes, if you're a cat person, Fable 2 is not going to be for you, because if you ignore it and say, run off when it has been injured, it will track you down, and the bloodied canine will turn up as you sit in the pub enjoying a pint, making you look like the RSPCA's most wanted. All part of making you more inclined to bond with the mutt.

Outside of the canine capers, GDC and various interviews around the event confirmed a few other things.

Gone is the bow and arrow, and in comes the flintlock. You can't stop progress.



Firstly, you can buy any piece of property in the game, from a shop stall to a home, to a castle, and in line with Molyneux's completist approach to gameplay, it will be possible to collect them all in one game and become king. Secondly, each piece of property will have some sort of quest attached to it, for example, having to find items to sell for the stall. Thirdly, and not so good, the game will not ship in 2007.

Lastly, to end on a high note, the dog is the first of three big ideas in Fable 2, and Lionhead will announce the other two at a later date.

A nice haul of info for the time being, and Bowerstone is looking impressive even in the early fly-through video, so Fable 2 is shaping up nicely for fans of the original. We'll keep you updated in future issues. ●

Get enough cash and you can buy this castle.





TIED TO THE PAST... LOOKING TO THE FUTURE

We interrogate Raj Joshi, producer of Command & Conquer 3: Tiberium Wars

Raj Joshi Biography

Having worked on Activision's little-known Vigilante 8: Second Offence, Raj moved to sunny EA LA where he contributed to a brace of Medal Of Honor games, namely Rising Sun and European Assault. Prior to C&C 3, he was most recently involved with the snappily titled The Lord of the Rings: The Battle for Middle-Earth II - The Rise of the Witch-King.



A staple of the PC Real Time Strategy scene for over a decade, Command & Conquer is imminently coming to Xbox 360 with bells on. We met up with Producer Raj Joshi to find out what we can all expect...



The aliens and The Brotherhood of Nod sort out their differences.

Command & Conquer has been going for 11 years, including numerous spin-offs. What makes this number three?

Part of it is because it is the core storyline. Some C&C fans like the fact that the Command & Conquer universe is actually kind of split, but now we are getting back to the core storyline. The gameplay is along the lines of Red Alert, but it is kind of weird because console players don't necessarily have an understanding of what the legacy might be. We're tied to the past but we're looking to the future.

For those 360 owners who may never have played it on the PC, can they just pick it up, story-wise?

Oh, absolutely. There's over an hour and a half of live action footage in there and before all the missions you

get a briefing, and there's a great intro movie and a prologue movie, so everything is set up and you pretty much get your hand held through the beginning of it, storyline-wise. And our tutorial is very specific in training you how to play it on the 360.

What is the story, in a nutshell?

There's a very dangerous element called tiberium that is self-replicating and taking over the Earth. No-one's really sure about how it got here, but we know that it's here to stay. It's completely radioactive, but not only is it our greatest enemy, it's one of our most amazing resources too, and can be leveraged for power and for weaponry. You have two competing factions that are based on Earth. One is GDI, the Global Defence Initiative, which is similar to the UN of today;



A classic GDI versus NOD confrontation.



The new alien races gets a warm welcome from Nod.

> Interview continued

and there's NOD, which is a religious fanatical organisation that is completely contrary to GDI, and they have their own vision of how they want the world to go. Both sides embrace tiberium for power and for weaponry, but GDI wants to eradicate it because it feels like it's decimating the Earth, and NOD embraces it because they see it as a core component to what they see as a greater plan. And then the aliens come into play, whereby they're the ones really behind tiberium. It's been their whole plan the entire time and NOD embraces them as well, seeing them as visitors, whereas GDI sees them as invaders.

C&C has always been a PC franchise. Why do it on Xbox 360?

Really it's trying to bridge it out to a new audience. Command & Conquer is such a robust universe, the storyline is pretty amazing, the correlation between what's going on in the game and current world events is interesting, although I'm still looking to see if aliens are going to come down - we'll see about that. But Battle For Middle-earth II showed us that console players are open to RTS, and we wanted to not only give them a solid offering and show them improvement based on our first foray into it, but really bridge out and try and bring a new genre to the

"There's over an hour and a half of live action footage"

console and kind of shape our own genre. As we see people really play and adapt to RTS on the console, I think we're going to start to see where we want to push it, and potentially branch away from where PC has evolved to.

With regards to the interface and the control method, have you learnt a lot from the Lord Of The Rings game?

Oh, absolutely. We had to draw a line in the sand with the interface when we shipped the product. But we learnt a lot in that it's tough to distil down all the functionality into just four buttons and the four auxiliary shoulder buttons. But the biggest struggle is trying to give the depth that people are used to with a PC RTS. Hardcore RTS fans know what they want to access, and they know what they want to do, but then we have to also open it up to somebody who's never played an RTS game before and just



The GDI set about alien invaders, the Scrin, in Australia.



> Interview continued

simplify it down and try to make it more intuitive for the user.

So is it essentially the same game as the PC version?

Yeah, the single player version is the same 38 single player missions; everything is identical in that sense. Our tutorial is completely unique to us, and we have four multiplayer modes

that you won't see on PC. They're tailored towards our First Person Shooter audience with Capture The Flag, King Of The Hill, Capture & Hold, and then Siege Mode, which puts up an energy barrier between you and your opponent. You can select between two and ten minutes, and as the energy barrier goes up you have that allotted time to build your base to get things going before you make an attack.

"C&C is such a robust universe, the storyline is pretty amazing"

Xbox Live is ready-made for this kind of game. Was there any suggestion of making it compatible with the PC version?

It's something that we've been thinking about, but the cool thing about putting out any game on the 360 is that it's a completely level playing field. Everybody has the same hardware, it's not like somebody has a souped-up PC, and somebody has a crappier PC or internet connection. We thought about interacting between PC and console but we're trying to give RTS life on the console, and we're a bit of a distance away from being able to figure out how to balance between 360 and PC.

OK, finally, if you own a 360 and have never played a C&C game, what's the big draw?

Amazing storyline, great talent: Billy Dee Williams [The Empire Strikes Back], Michael Ironside [Starship Troopers], Tricia Helfer, Grace Park [both Battlestar Galactica], Josh Holloway from Lost. Integration of the live action is a cool experience; it's like part movie, part videogame. And then the units look awesome, the gameplay is great, the special effects are fantastic. It's a really fun game to play. If they can open their minds up to playing a Real Time Strategy game, there's no doubt in my mind that they'll enjoy themselves. ●



Developer: EA LA

Publisher: EA

Players: 1-2

Features: Live action footage, two single-player campaigns, varied multiplayer options, aliens called Scrin.

Heritage: Eleven years of C&C.

ETA: 2007

coming
march 2007

SAMURAI WARRIORS 2

戦国無双

Empires



REPLAY THIS VIDEO

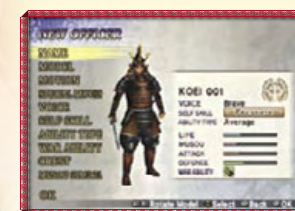
Action and strategic gameplay come together!

Japan has divided into warring states and you must resurrect a nation! At each war council, consult with your officers to decide upon military and political affairs, then march into enemy territory to reunite the country.



unleash vicious multi-musou attacks with up to four warriors!

6 regional and 5 unification scenarios, plus new policy cards based on Japan's past — 90 cards in all!

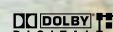


create your own warrior in new officer mode. Also team up in 2-player co-op play.

12+
www.pegi.info



PlayStation 2



Produced by
Force

Samurai Warriors and the KOEI logo are registered trademarks of KOEI Co., Ltd. ©2006-2007 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. "Dolby", "Pro Logic", and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are properties of their respective owners.



Publisher: D3 Publishing
Developer: Sandlot
Heritage: Earth Defence Force 2, Robot Alchemic Drive
Link: www.earthdefenceforce.net/
OUT NOW



Earth Defence Force 2017

They defend Earth. With FORCE.

Well it's taking considerable willpower to not just throw my arms up in the air, and give this 98%, knocking a couple off just to pretend to be unbiased while secretly wanting to give it 101. Out of 10. There's a gaming religion, whose services I occasionally attend, that believes that videogames exist to show explosions. If you're of this church, this is your new holy text. You know what your gran imagines videogames to be like when someone mentions them? Just repetitive, hyperviolent, hypersensory bombardments with shooting and shooting and shooting and more shooting and some shooting after that. Well, that's *exactly what Earth Defence Force 2017 is*. And it's glorious.

Seriously: You, with a gun, versus almost-infinite ants.

Earth Defence Force is the third iteration in the quirky series of Japanese shooters, only really

known to aficionados. Don't worry about joining things at this late date, perhaps worrying about missing nuances in the plot. There isn't one. Or rather, there is, but it's as primal as it gets: Things from Space, Invading, and it's up to you, as a member of the Earth Defence Force, to stop them. While you're grossly outmatched, you're not alone, as fellow EDF members turn up regularly to get involved and die horribly.

Ant invasion

Grossly outmatched is the key of it, either in terms of numbers or size of the opponent or often both. The most iconic of your foes are the ants, who swarm in enormous masses towards you, spitting fire, climbing walls and generally behaving like ants. In terms of size, there's regular confrontations with something particularly huge – the UFOs which drop fresh streams of ants are an early example, but they only get

KINGDOM OF THE ANTS

It seemed like another normal day in some city or another.



TIME: ABOUT 3 SECONDS.
In a city and... there's one of the biggest space-ships that we've ever seen. What could be in it?



TIME: ABOUT 30 SECONDS.
Ants! Millions and millions of ants which explode into green goo when you shoot them.



TIME: ABOUT 60 SECS AFTER THAT.
Millions and millions of ants which can CLIMB WALLS. The end is nigh. Pass my rocket-launcher.

Outnumbered, no hope of victory, but ready to soldier on.



bigger. In terms of both, look at the robots. Each is as tall as a skyscraper, and you're regularly engaging enough to make a skyline. You have to shoot them all.

Luckily, you've an array of weapons for the tasks. While the guns are based on typical sorts – automatic rifles, shotguns, missile launchers, flamethrowers, etc – there's a few twists to keep things interesting.



"You, with a gun, versus almost-infinite ants"

> EDF continued

Firstly, while there's only a few types of actual weapons available, there's over a hundred variations in your arsenal with differing statistics or capabilities to acquire as you progress through the game. Secondly, each has infinite ammunition meaning there's none of the measly weapon saving seen elsewhere. Fire. Fire. Fire. Reload. Fire. Fire. Fire. And... another building comes tumbling down.

A rare moment to breathe between attack waves.



"It's exciting. It's intense. It's often spectacular."

HATE TO SAY THAT I TOLD YOU SO

Hives, nests, all the same thing to us.



Ants

UFOs

Robots

Ants

Ants are – as the endless ant gags may hint – the main opponent you'll face. They do come in a variety of sorts. Initial ones are particularly harmless, but they soon start spitting plasma. Still – area effect weapons mow them down efficiently. There's worse things to face by far.

Kings of the wild frontier

Not only are there millions of opponents, the entire scenery is destructible too. Ludicrously so. A single missile will bring down any building, causing any ants scampering over it to crash floorward. At least for the first fifteen levels or so, there's a distinct Team America vibe to the proceedings, in that you're causing more damage to the City than the people attacking it. That changes as the game escalates to a more egalitarian player/bad-guys destruction system, which probably makes the civilians suspect you've formed some pact with the aliens to raise real-estate prices.

It's exciting. It's intense. It's often



You starting?



Can you explain this earth emotion called "Extreme Firepower"?

AF100
164/180

QUICKFIRE QUIZ



This just isn't going to end well.

1854
2036

AS-10R
32/200

>EDF continued

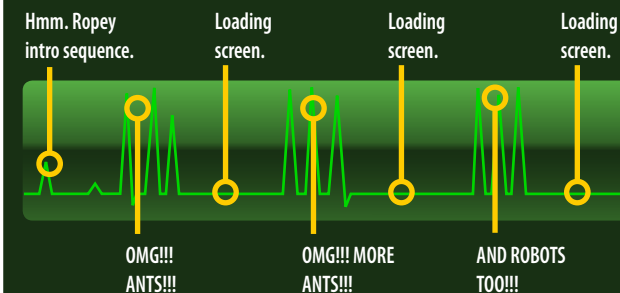
spectacular. It's an utterly unpretentious shooter that sets itself a simple aim and just goes for it. You want to shoot a lot of things? Then this is without doubt the game for you.

The problem comes with people who don't just want shooting. They want a developed narrative, slick cut-scenes, a few subtle dynamics, perhaps some role-playing or stealth elements and... well, all that. The usual stuff. Well, they've got all the games in the world for that. In rock and roll terms, this is the Ramones. It strips back to the basics, does it with all its age could muster and commits. To criticise it for its commitment seems unfair.

Stand and deliver

A more justifiable critique is how bare the game is. With a few exceptions, the models are a little shoddy and the

PULSOMETER *Signs of life*



frame-rate is sketchy to say the least. But it just about gets by with gusto – so what if there's slow down when a few of the giant robots are going down? It's something worth watching anyway. The best criticism is that despite its split-screen co-op mode, it has absolutely no Xbox Live elements whatsoever. Yeah, fair enough.

So, yeah, if you're the sort of person who spends a bit too much time wishing games would let you TALK to the monsters more, it's not for you. But for those who love their videogames, it's actually a little bit on the essential side. Seriously. Giant ants. Shooting. What more do you want? Blood? Well, it's got that too. ●

"In rock and roll terms, this is the Ramones."

Kieron Gillen

360Zine Verdict Sometimes you just need to shoot everything that moves. This is for those times.

Intense

INTENSE!!!

No Xbox Live

90%

PCGZine

MASSIVE NEW PREVIEWS
EMPIRE EARTH II: EXCLUSIVE HANDS-ON

The Witcher: Exclusive developer interview on the upcoming RPG
FRONTLINES: FUEL OF WAR

LATEST PC GAMES REVIEWS

Command and Conquer 3, S.T.A.L.K.E.R., Jade Empire, Runaway 2, Resident Evil 4, Silverfall, War Front & many more!

"I just spent some enjoyable time looking at the GamerZines' PCGZine. They are proving that print game magazines are becoming obsolete. While you can look at the static pictures of a paper magazine, with GamerZines, what they describe comes to life in embedded video. This is cool."

- EvilAvatar.com

PCGZine Issue 4

DOWNLOAD IT NOW!





Publisher: Ubisoft

Developer: Ubisoft
Montreal

Heritage: Prince of Persia

Link: www.tmntgame.
uk.ubi.com
OUT NOW

Teenage Mutant Ninja Turtles

Not such a 'Cowabunga'-inspiring title

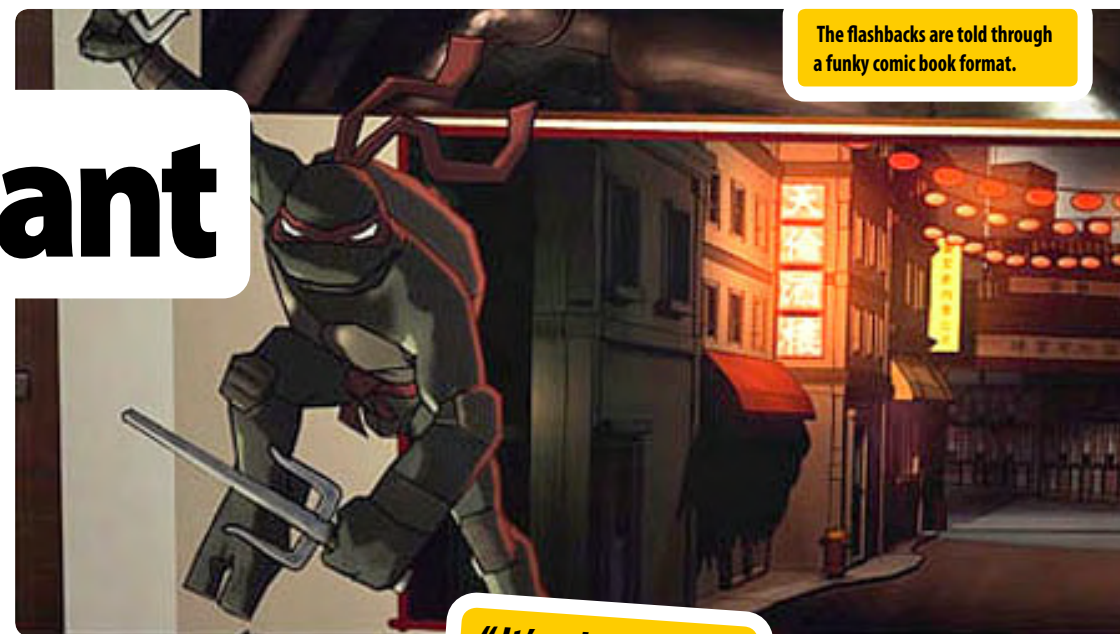
Based on the CGI movie currently hitting cinema screens, Teenage Mutant Ninja Turtles (TMNT) the game follows the film's story, albeit in a flashback, comic book manner. Set in New York City, it preaches the themes of family and teamwork, as the 'dudes' have to unite to overcome the evils lurking in its darkest corners. A bit vague, yes, but that's sadly how this game's story feels, as there's no real feeling of plot; more like random levels and challenges that you need to work through in order to progress.

Also, it seems a bit silly how they talk of 'togetherness' when most of the

gameplay involves you controlling single turtles, with the occasional mission where a few of them team together. Add to that the lack of co-op and multiplayer options, and well, they're talking rubbish really, aren't they!

Hare and turtle

Gameplay-wise, it's quite enjoyable at first, however a bit mundane after a while. Mainly focusing on acrobatics and platforming with the occasional fight section thrown in, the game is very easy to play through, and can be completed in a record short time of five



The flashbacks are told through a funky comic book format.

"It's a laugh leaping your way over obstacles"

hours or less. You have a lot of agile moves to learn; with each turtle having its own skills, and it is quite a laugh leaping your way over and round obstacles and gaps. The levels are also fun to work through too, and do feel quite open as you whisk your way through them, but in actual fact they are very linear; probably aimed this way for the younger audience the developers must have had in mind.

Fighting appears at certain points during each mission, and involves



The turtles get some amusing costumes to wear.

FREEZE FRAME

Know your enemy!



Some missions see you stand off against big bosses, adding variety to the gameplay.



You'll regularly face multiple baddies, which the 'dudes' can take on, no trouble.



Enemies include many that you'll remember from childhood – like the Foot Clan, with some new evils thrown in.



The platforming is fun thanks to the use of the turtle's acrobatic skills.



You'll scale buildings and leap rooftops like every good superhero should.



TURTLE ACROBATICS!

Here's how to give it Ninja



Each turtle has its own platforming skills to take advantage of. These range from Donatello's bow staff that helps you jump huge gaps...



...To Raphael's Sai's which help him climb walls like the ninja he is. The variety of their skills adds to the fun of the game, but they can still get monotonous after a while.



The turtles also have powerful tag team skills, but you only get to use them at certain points in the game. These help you out in combat or advance you through.



Plus their powerful combat moves, and 'rage' attacks are very useful against the big bosses. (But they're still quite easy to beat, in the big scheme of things...)



There are different level designs - here Raphael is in vigilante mode...

"The comic-book style really works"



Don't expect much of a challenge from the occasional bosses

> TMNT continued

simple combos to beat down your foes, and the occasional boss you'll face. Again, simple almost to the point of skill-less, but oddly enjoyable none the less. Achievement-whores will love this game however, as unlocking the beloved achievements is as simple as playing through the game itself.

Graphically TMNT may not compare to true 'next-gen' titles, but it does have its own style that really adds to the experience. Cel-shaded characters and backdrops put together in a very comic-book style really works in this case, and the use of colour and brightness to highlight the settings make you feel like you're actually playing through a comic. Sound-wise

Men with pipes beating on a poor animal.



PULSOMETER *Signs of life*

Each time you start a new mission you'll get a new setting, and new skills to play with.

The occasional fight mid-level does liven things up.



the overall score and voiceovers are ok but nothing special, however the repetitive and random pattern of the 'heroes' catchphrases will drive most players insane if you play for more than 15 minutes at a time, and can lead to regular pressings of the mute button.

TMNT has to be one of the simplest 360 titles now available, but to be fair this does make it accessible to everyone. For a non-taxing game that involves fighting, running, jumping and climbing and easy to get achievements it's a good choice, but for someone wanting even the slightest challenge, then its best to pass on this one...

Keri Allan

360Zine Verdict Average in every sense, and oh so simple to complete.

- 👍 The graphical design of the levels
- 👍 The variety of the skills
- 👎 Irritating character voiceovers

50%



Virtua Tennis 3

Publisher: Sega

Developer: Sumo Digital

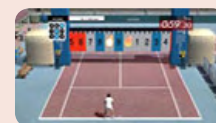
Heritage: Virtua Tennis:
World Tour (PSP), OutRun 2:
Coast2Coast

Link: www.virtuatennis.net
OUT NOW

FREEZE
FRAME
Ball by ball...



30 MINUTES At first, you'll be marvelling at the realistic players and the lifelike animation.



3 HOURS Into career mode, and a host of mini-games, like Super Bingo here.



8 HOURS Time to take this baby online! Here's where the 360 version smashes the PS3 into the dust.



10 HOURS Watching others compete is a thrill, particularly when it's your mates.



15 HOURS TO 100 HOURS Doubles! A few games of this and you'll think it's the best online game ever.

Sega serves up an online ace

The Virtua Tennis series has always been considered one of gaming's premier sports franchises. With its fast, smooth arcade-style play, and consistently superb graphics and animation, it has rightly earned its reputation as the pinnacle of tennis games. But the more sim-based Top Spin series has recently started to draw admiring glances, and with its sequel already impressing on the 360, is Virtua Tennis 3 too little, too late?

After enjoying enough court time to shame Federer - on both online and offline modes - the answer has to be a resounding 'no'. While Virtua Tennis 3 suffers slightly from over familiarity - having so little to improve on the second game in the franchise, at least in single-player mode - its online component is practically second to none. Make no mistake, the 360 version is the one to get; with the PS3 game bizarrely missing out on online play, it's almost a completely different ball game.

That's not to say that the single-player mode should be completely written off, as it's an entertaining

diversion that, while failing to match Top Spin 2's deep Career mode, has a great deal of variety. To build up the stats of your custom character, you're required not only to learn the basics of good play at the Tennis Academy, but also to indulge in a series of bizarre mini-games. These range from playing ten-pin bowling with tennis balls (to increase serving power) to dodging



Mario Ancic is one of the most powerful servers in the game, though he's a little slow around court.

"Make no mistake, the 360 version is the one to get"



Federer is a terrific all-rounder, and good for newcomers to start with.

Replays aren't up to much, rarely allowing players to properly celebrate a hard-fought point.

COURT OUT

Mini-games made easy



Balloon Smash

Alien Attack

Court Curling

Balloon Smash

Most of the mini-games are fun little diversions from the main tennis action. Balloon Smash sees you timing your serves to pop the rising balloons, with the smaller ones and the ones positioned furthest left and right giving you the most points. Each minigame has a number of difficulty levels, unlocked as you progress.

"The breadth of options on Live is quite staggering"



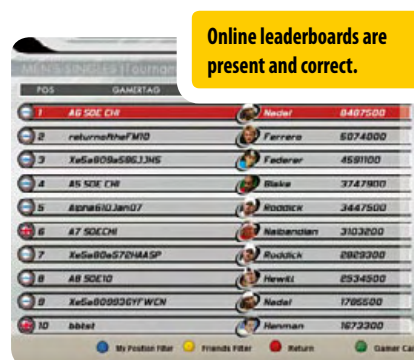
There are a number of minigames used to improve different abilities.

> Virtua Tennis continued

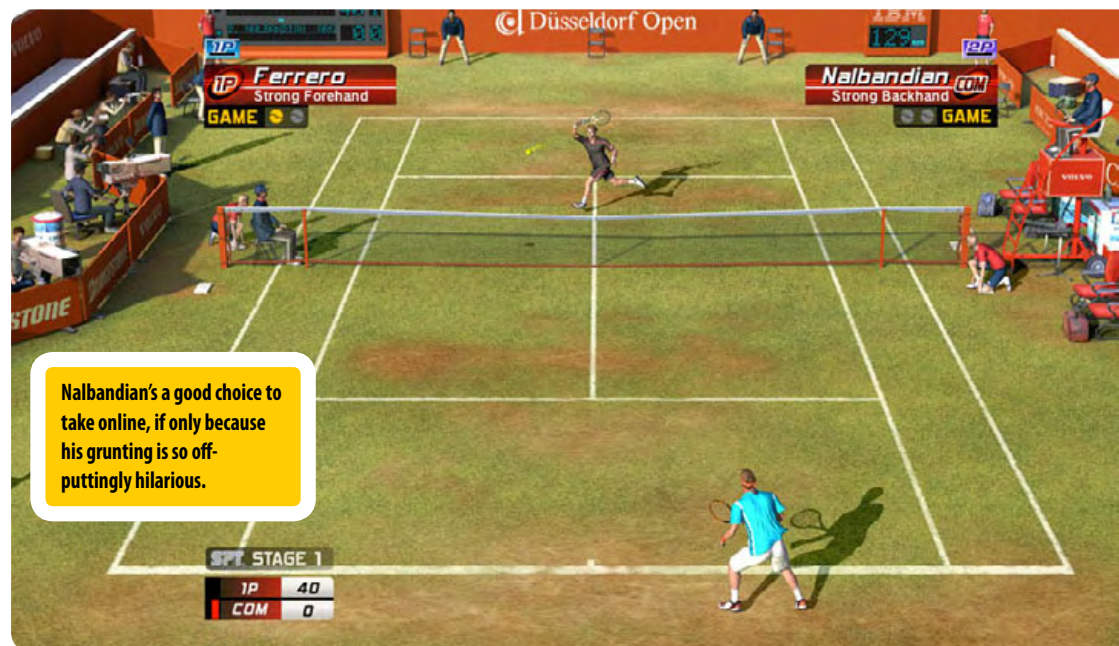
giant tennis balls and collecting falling fruit, which helps your movement stats. Once you're suitably levelled-up you might consider entering a tournament, which is the only way to increase your World Ranking - with many cups initially unavailable until you've won the smaller trophies.

All the action Live

In truth, despite ramping up the difficulty quite significantly in the later stages and introducing a couple of incredibly tough unlockable characters, Virtua Tennis 3's single-player mode will only keep you busy for ten hours maximum. That might sound like a criticism, but this part of the game is a mere appetiser for the generous online banquet that the 360 version serves up. Local multiplayer is supported, but most players will find themselves competing over Live, and it's here that Sumo Digital has excelled itself. The breadth of options is quite staggering - there's pretty much every permutation of tennis you can think of (with four player doubles a particular delight) and you can customise your game to last as long as you like, on a vast array of different courts. You can even watch online matches taking place, and - amazingly - select someone on your friends list and view a replay of their last game in its entirety. There are leaderboards, ranked and unranked matches, singles and doubles, and - for the most part - games are light on lag. Brilliantly, any severe lag we've experienced has led to the offending point being declared a let and



Online leaderboards are present and correct.



Nalbandian's a good choice to take online, if only because his grunting is so off-puttingly hilarious.

replayed, which makes things a lot fairer.

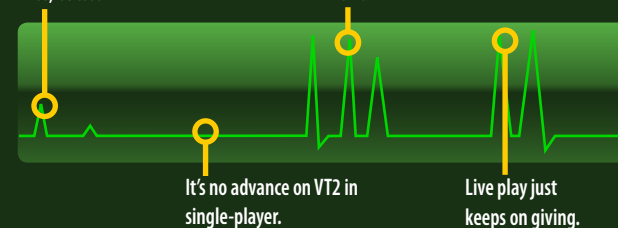
Virtua Tennis 3 might not play too differently to its forebears, but it's a solid, fun single-player allied to one of the best multiplayer experiences you'll have on Live. Sports fans - you cannot be serious if you're thinking of passing on this smash hit. ●

Chris Schilling

PULSOMETER *Signs of life*

It certainly looks nice, but...

Time to head online - wow!



360Zine Verdict *Single-player is volley good, but it's the ace 'net play you'll really love.*

Fluid and pacy gameplay

Awesome online fun

No real improvement for solo play

91%

**NEW MAGAZINE!
FOR PLAYSTATION 3**

P3Zine

P3Zine

Passionate about PlayStation 3
Dedicated to the biggest PS3 releases
Written by the best in the biz
Packed with video and multimedia

FREE!
NEW MAGAZINE
FOR PS3 GAMERS
OUT NOW!

NEW! WWW.GAMERZINES.COM EMAIL THIS MAGAZINE TO A FRIEND [Click Here](#) [Cover](#) [Contents](#) [Previews](#) [Network](#) [Reviews](#) [Subscribe Now](#)

P3Zine Issue 1 | April 2007

Free Magazine For PlayStation 3 Gamers. Read it, Print it, Send it to your mates...

Resistance: Fall of Man
Save the earth and take down the aliens

EVERY LAUNCH TITLE REVIEWED!
PLUS! THE TOP 20 MOST WANTED PS3 GAMES FOR 2007

Motorstorm
It's muddy good fun on wheels

Virtua Fighter 5
"Wot you starin' at, sunshine?"

MORE REVIEWS

RIDGE RACER 7
Drive like the wind

CALL OF DUTY 3
War has never felt so real

PLUS!
FORMULA 1 CE
MARVEL ULTIMATE ALLIANCE
FIGHT NIGHT ROUND 3
VIRTUA TENNIS 3
NEED FOR SPEED: CARBON
NBA 2K7 / NHL 2K7
TONY HAWK 8
SONIC THE HEDGEHOG
AND MORE!

HELP PRINT P3Zine SAVE P3Zine SEARCH P3Zine ZOOM IN ZOOM OUT TOGGLE FULL SCREEN VIEW NEXT PAGE

**P3Zine Issue 1
DOWNLOAD IT NOW!**

EVERY PS3 LAUNCH GAME REVIEWED

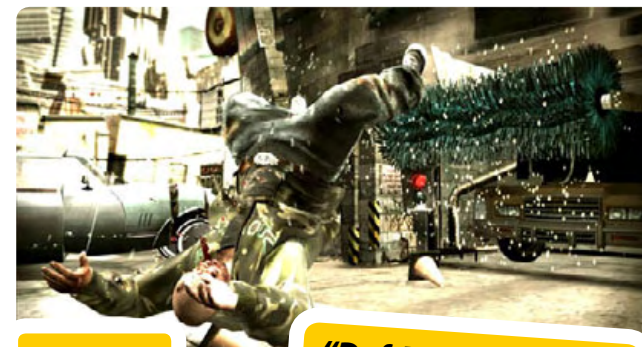
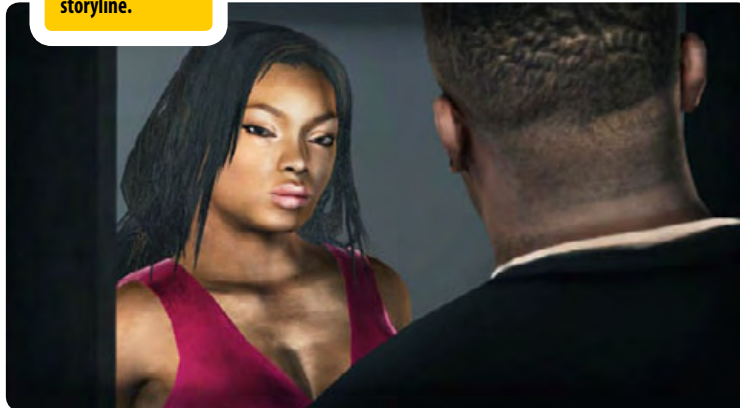
Resistance: Fall of Man +
Motorstorm + Virtua Fighter 5
Ridge Racer 7 + Call of Duty
Virtua Tennis 3 + Formula 1 CE
Tony Hawk's 8 + Marvel UA
SUBSCRIBE FOR FREE NOW!





You might want to take your shades off before a fight.

Cut scenes propel the gripping storyline.



The old carwash move never fails.

"Def Jam: Icon is something of a dream ticket for the moral majority"



Publisher: EA

Developer: EA

Heritage: Fight Night Round 3

Link: www.ea.com/defjamicon
OUT NOW

Def Jam: Icon

Word to yo mamma...

In the mind of the Daily Mail reader, there can be few greater evils than rap music and videogames. Throw in some extreme violence and a bit of foul and abusive language, and Def Jam: Icon is something of a dream ticket for the moral majority. And all this from the company that brought you The Sims...

Of course, the game will be comfortably under the radar of the tabloids, and indeed most media, largely due to the unfathomable concept. The third in the Def Jam series, this one sees you take the role of junior producer after you are spotted in a club beating someone to a pulp because they looked at your drink in a funny way. This is enough to impress a

watching record company boss, who promptly gives you a few dollars and sets you up in a so-called crib. It's a far cry from those featured on MTV though, consisting of little more than a squalid room, a stained mattress, a shit telly, and an old computer.

The rancid PC is effectively your interface for the game, enabling you to set the budgets for promoting records, and check the Billboard Chart. It's mainly for receiving emails though, enabling you to find out what errands the boss wants you to run. These can be such varied tasks as protecting a rapper from a stalker, signing up young talent, or warning someone against stealing samples. However, without fail, each scenario consists of two hulking



Be careful who you trust, it's a jungle out there.

great men - often actual hip-hop stars - knocking the absolute living daylight out of each other.

Fight the power

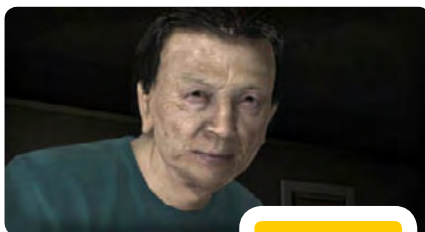
If you've ever seen John Carpenter's B-movie classic, They Live, there's a ludicrous fight scene in the middle in which two blokes pummel each senseless for what seems like the best part of 15 minutes. In Def Jam: Icon, this

> Def Jam continued

happens every time you leave the crib. Except it's nowhere near as much fun, the fighting coming across as a combination of *Fight Night Round 3* (from the same developer) and a wrestling game. Some attempt at innovation has been made in so much as the environment can hurt you, but this only really adds to the comedy value. For instance, there's a rooftop fight in which you get clipped by the tail of a helicopter, and there's a scrap in a petrol station that sees you and your opponent regularly catch fire before



Music is a battlefield.



Would you trust this man with a tattoo needle?

SHOP TIL YOU DROP

And don't forget the bling...



Moody Clobber

Dodgy Barnet

Bad Tattoo

Moody Clobber

When you're not fighting, you can visit the shops and deck yourself out in a variety of clobber, from shoes to pants to hats. Not sure about this Christmas jumper though...



PULSOMETER *Signs of life*

Got yourself a job

Bit bored of fighting now



"The whole thing works seamlessly on Xbox Live"

dusting yourselves down and getting on with the business of trading blows.

The other unique feature of the fighting is the fact that you can supposedly "use music as a weapon." In reality, all this means is that in the thick of a fight you can mime a bit of scratching, or even switch the record, the idea presumably being that if you like the tune you'll kick your opponent's windpipe even harder. And as you'd expect, the whole thing works seamlessly on Xbox Live. Until you get your arse kicked by a 15-year-old American. Ban this sick filth...

Steve Hill

360Zine Verdict An interactive world of hip-hop, with a token game thrown in.

👍 Loads of music

👎 Laborious fighting

👎 Poor concept

65%



Elder Scrolls IV: The Shivering Isles



You don't have to be mad to play this, but it helps...

With a game as expansive as Oblivion, it was always going to be a challenge to build upon it. After all, how do you provide an add-on to a game that has it all? The Shivering Isles answers that question so decisively, you wonder why it would have ever been asked.

Shivering Isles is completely different to anything that's come before it. It's entirely original, and it'll suck you into its land of mania and dementia with a grip stronger than that of a Daedric

God. Forget about your inhibitions, because this is a place where losing your mind is encouraged. *Manic laughter*

Set in the land of Sheogorath, the Daedric Prince of Madness, The Shivering Isles takes Oblivion to a land where it's never been before – a land of insanity. Here, every character you meet is, in some way, off their rocker, and this has allowed the developers a whole new level of freedom.

The Shivering Isles look like nothing

you've seen before, inside the land of Oblivion or elsewhere. Colours are splashed around much more freely than before, and everything seems much more vivid and "magical". The environments feel more organic too, with huge tree roots breaking up through the ground, dainty fireflies dancing around in bushes, and a disturbingly large amount of giant mushrooms. Mario wishes *his* Mushroom Kingdom looked this good.

Déjà vu

It's strange how it can feel so different, yet so familiar at the same time, but if there's one major difference between the Shivering Isles and Cyrodiil, it's how compact everything feels. While the map may be a quarter of the size of

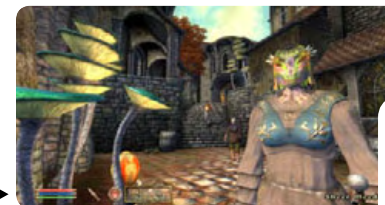
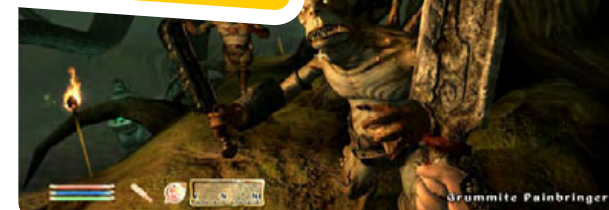
WHAT'S NEW?

So much more than an expansion pack

- 1 A new land to explore
- 2 New items to collect, and new weapons to find
- 3 Over 30 hours of extra gameplay
- 4 New enemies
- 5 Entirely new graphical style
- 6 New plants to harvest, and spells to collect

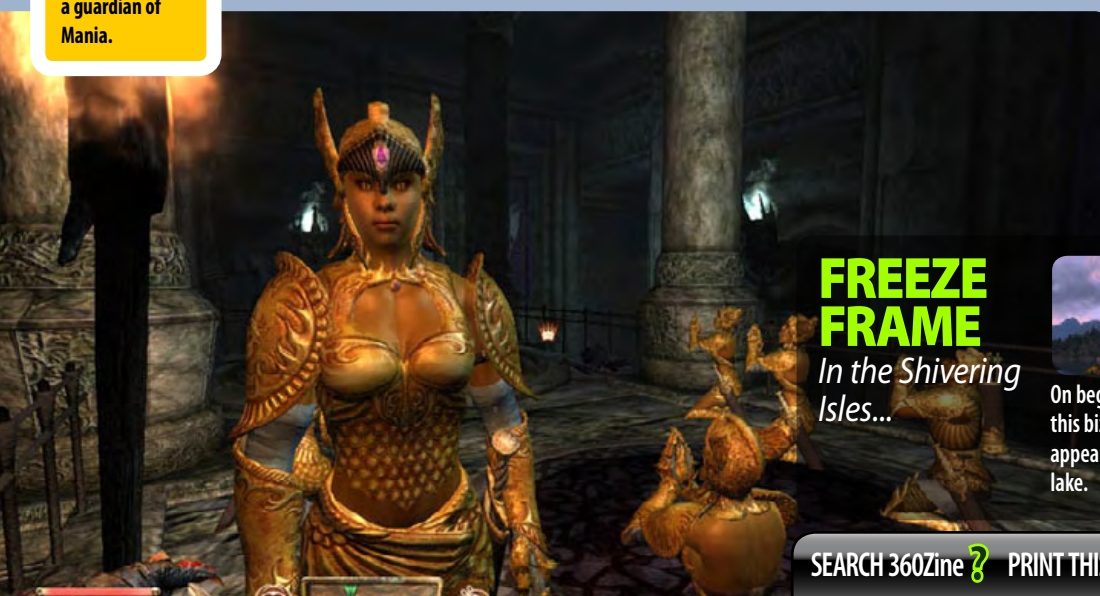
"Every character you meet is, in some way, off their rocker"

The Grummities are an ugly lot.



Where else could you find a lizard man/woman but in Oblivion?

This feisty lady is a guardian of Mania.



FREEZE FRAME
In the Shivering Isles...



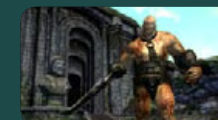
On beginning the game, this bizarre head statue appears in the middle of a lake.



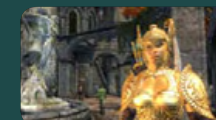
Ever the intrepid adventurer, you investigate, only to be interrogated by a man.



Suddenly, the room transforms into a million butterflies, and you're in the Shivering Isles.



Well, nearly. You've got to kill the Gate Guardian first. And his bones are talking to you.

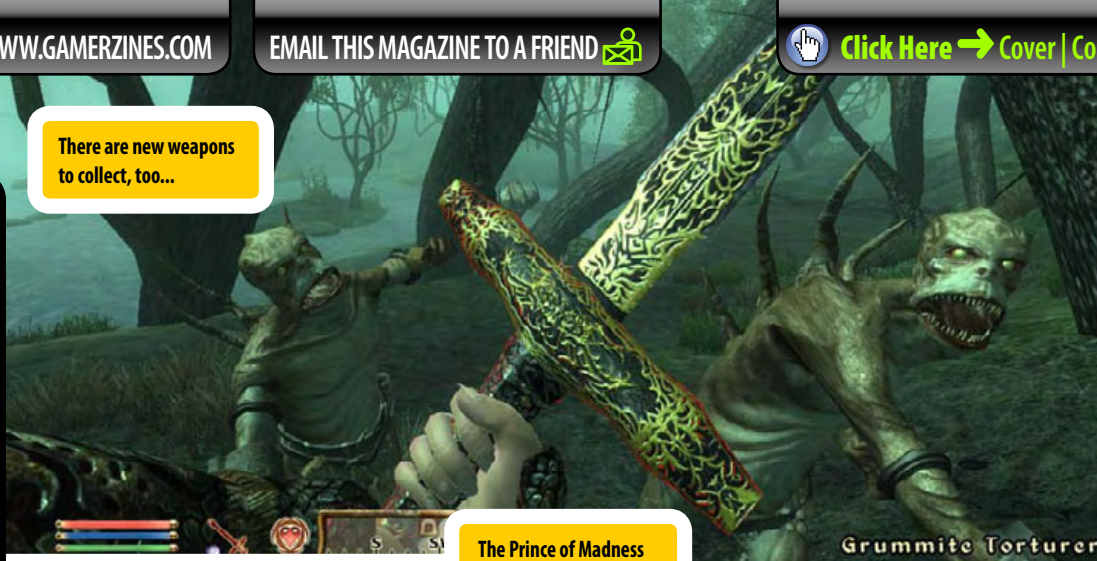


Once he's dead, you begin your journey, with many more interesting people to meet along the way.



QUICKFIRE QUIZ

There are new weapons to collect, too...



The Prince of Madness himself. Anyone else think he looks a bit like the Burger King?

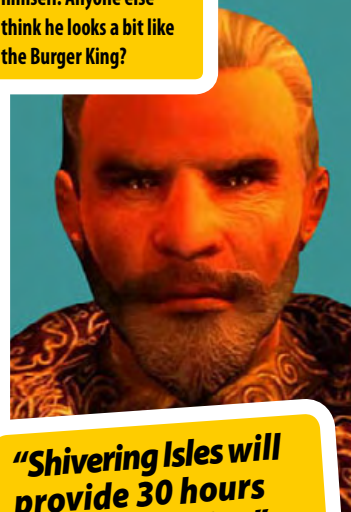
to him, the developers have really gone to town with the idea of everyone being insane, and it's lead to some of the best character design of this generation.

Crazy talk

But setting the game in a land of madness hasn't only helped the character design. Quests too, have benefited from the extra level of eccentricity this allows the characters to display, and you'll find some rather unique tasks in here, including a man who's lost his favourite fork, and a person afraid of sleeping inside. The residents you meet, and eventually help, are all genuinely barmy, and this makes for some intriguing situations, while also allowing you to feel sympathy for some of the more sorrowful cases.

For the best of players, this will provide 30 hours more gameplay. For everyone else, this is a trip into insanity you can't afford to miss. ●

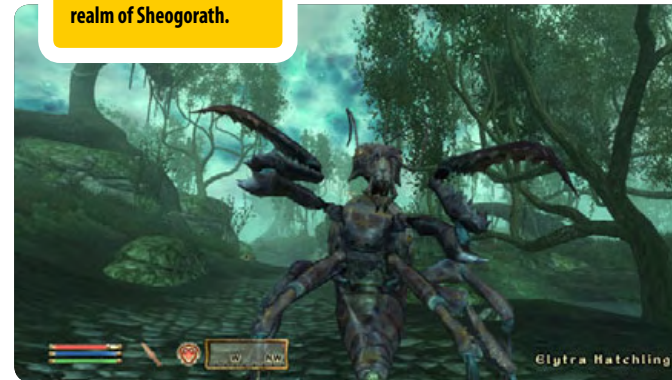
Ian Morris



"Shivering Isles will provide 30 hours more gameplay"



It's all very bizarre in the realm of Sheogorath.



There's plenty of new monsters to slay, like this charming fellow.

360Zine
Verdict

If madness is this much fun, you can lock us in the asylum and throw away the key.



New Quests



30 hours of new gameplay!



An entirely new Elder Scrolls experience

93%



Xbox Live Arcade Round-Up

Play 'em today

Worms

Developer: Team 17

Publisher: Team 17

Cost: 800 MP ~£6.80

The party game of choice for many a gamer, everyone's favourite invertebrates crawled onto XBLA this month, in the cunningly titled Worms. Based upon the classic 2D games, rather than the 3D incarnations we've been "treated" to lately, Worms is as addictive and charming as ever, but sadly, it's not without its faults. While the unlimited Ninja Ropes are all well and good, a Worms game is only as good as its weapon set, and it's here this one falls down. There's no baseball bat, no Holy grenade - not even a concrete donkey, and this stops Worms from being the classic it should have been.



- Four player Worms over Xbox Live
- 20 single player challenges
- Disappointing lack of weapons

74%

Disappointingly limited

Castlevania: Symphony of the Night

Developer: Digital Eclipse

Publisher: Konami Digital Entertainment

Cost: 800 MP ~£6.80



With the PlayStation version selling for almost 10x the price on ebay, this is a bargain. SOTN is so huge, Microsoft were forced to increase the download limit to fit it on the arcade. Combining a fantastic soundtrack, with some beautiful Gothic visuals, Castlevania is equal parts platformer and adventure game, letting you roam around an entire castle at your own free will. Castlevania is one of the best games on the Arcade so far.



- One of the deepest games on XBLA
- Great gameplay
- Difficulty may be a turn off

90%

Hardcore

Teenage Mutant Ninja Turtles

Developer: Digital Eclipse/Konami

Publisher: Ubisoft

Cost: 400 MP ~£3.40

Based on the 1989 arcade machine, this side scrolling beat-em up is a real blast from the past. The presentation and "cutting edge" digital voice samples are sure to have you grinning, but thankfully, there's some decent, if somewhat repetitive gameplay lurking beneath the surface as well. Up to four people can play together, either on a local machine, or over XBLA, but with just seven levels to play through, and a disappointing set of achievements, the chances are this one will be over quicker than you can say Cowabunga.



- Four player co-op
- It has that theme tune!
- Too short and simplistic

71%

Turtle Power!

Jetpac: Refuelled

Developer: Rare

Publisher: Microsoft

Cost: 400 MP (~£3.40)

Jetpac Refuelled is a remastered version of the 1983 classic, Jetpac. Playing as a galactic test pilot, it's your job to construct your ship, then fend off enemies as you collect fuel to power your rocket. It takes a lot of skill and precision to control your jetpack as you fly across the alien world, and there's a variety of power-ups to collect to help you defend yourself. Unfortunately, as there's only a minimal difference between each of the 128 levels, the game ends up getting repetitive pretty quickly, but if you'll only be playing in short bursts, this is well worth buying.



- Nice graphics
- Addictive gameplay
- Repetitive after a while

76%

I wish I was a spaceman, the fastest guy alive.



HandheldGamerZine

Issue 3 Out Now!



Don't miss issue #3



SONY PSP

Ratchet & Clank: Size Matters **Virtua Tennis 3**

Call of Duty Test Drive Unlimited

NINTENDO DS

Harvest Moon

Diddy Kong Racing **Final Fantasy III**

PLUS! LOADS MORE...



NEW! Handheld Gamer Magazine

WWW.GAMERZINES.COM EMAIL THIS MAGAZINE TO A FRIEND

Issue 3 | May 2007

HGZine

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

BIG PSP REVIEW!

Ratchet & Clank: Size Matters

The platform pals cut down to size

FARM FUN!

Harvest Moon

Livestock and ladies on your DS

Test Drive Unlimited

Unlimited driving

FREE! Spread the word... Click here to send HGZine to your mates

PLUS! Old Skool Rules
The biggest retro hits of 2007

FULL REVIEWS!

DS Diddy Kong Racing
Cute karting comeback

PSP Virtua Tennis 3
The number one seed!

DS Final Fantasy III
Never say never again

PLUS! The latest mobile games revealed and rated

TOGGLE FULL SCREEN VIEW NEXT

> Inbox

Keep it coming. We love to hear your news and views... 360zine@gamerzines.com

READER FEEDBACK!
Click here to send us a letter now!

I CAN'T HELP BUT FEEL EXCITED ABOUT GamerZines! What a great idea. I've been reading video game magazine since the early 1980's and this is an idea that was a long time coming. Congratulations and good luck.
> shohom67

I WANTED TO LET YOU ALL KNOW how great the magazine is. I have subscribed to numerous game magazines over the years, and you guys are ahead of the pack. With the hardcore looking more and more for info online, you are headed in the right

Don't miss Issue 6
Out May 3rd
Sign up now!

direction. I love how the magazine is interactive. Give us more audio and video. And keep doing your thing. I love it.

> Jae

CAN PEOPLE PLEASE STOP WRITING IN about "how great 360zine is!!! OMGBBQ:p"? Yes, we get it, it is great, and I can tell that by reading it myself. I'd much rather read some interesting opinions about the Zine's subject material. Tell your friends how great it is instead. By the way I LOVE YOU 360ZINE UR THA BEAST.

> Alex Hayter

>>Thanks Alex. Obviously we're chuffed that readers keep emailing us to give us their support. What we can say...?

THANKS VERY MUCH FOR SUCH A superb magazine. I look forward to it every month and also read the other versions you do. I cannot wait now for the PS3 version. I cannot believe these Zines are free. Long may it continue.

I have only one gripe and that is I always click on the chevron to go to the next page rather than the NEXT PAGE link at the bottom.

Is there anything you can do on this? Keep up the good work.

> David Harwood

>> Thanks David. As I'm sure you know by now P3Zine is now launched and free to download from the usual place: www.gamerzines.com.

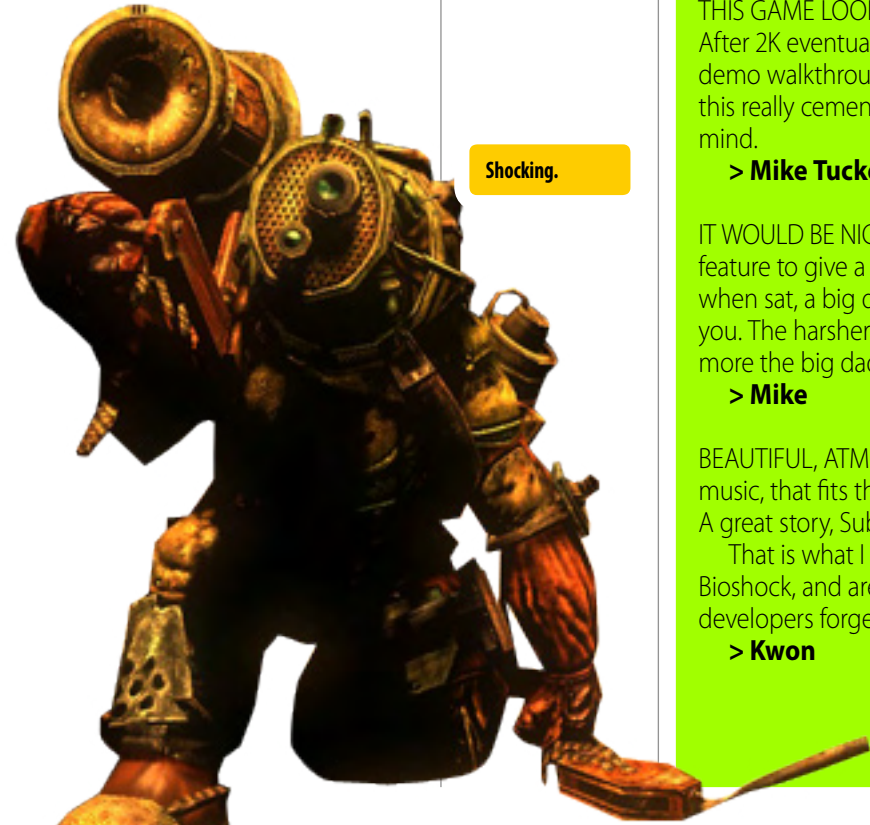
As for the chevrons – they are a

visual tool to indicate that the text continues overleaf. The arrows at the bottom are the interactive page-turners.

I REALLY ENJOY READING THESE issues, you're doing a great job. But I was curious as to whether or not you could do a piece on Too Human. It has been hiding under the radar since last E3, but the re-unveiling should take place soon, and I'd like to see more people getting excited (plus I'd like some info).

> Matthew Mac

>> Consider it done.



YOUR BIOSHOCK FEEDBACK

One of the highlights of 2007 is but a blip away. Here's what you're looking

YOUR EXCELLENT INTERVIEW HAS opened my eyes to Bioshock. The way you can develop weapons and boosts, to hacking the security system all sounds pretty darn good. Keep up the excellent work! Roll on April 5th for the next issue..

> Billyman

THIS GAME LOOK TRULY AMAZING. After 2K eventually released the x06 demo walkthrough to the public this really cemented this in my mind.

> Mike Tucker

IT WOULD BE NICE TO SEE A RUMBLE feature to give a feel of suspense when sat, a big daddy is looking at you. The harsher the rumble the more the big daddy is intimidated?

> Mike

BEAUTIFUL, ATMOSPHERE CREATING music, that fits the setting perfectly. A great story, Suberb AI.

That is what I would like to see in Bioshock, and are things many developers forget.

> Kwon

Your 360's Innermost Feelings Exposed

Giving your console a way to grumble online 360

Psychologists just love to analyse how we gamers connect with our gaming machines. No I don't mean to the Xbox Live service, by this I mean how we can give our most treasured possessions almost human-like love and attention.

The Xbox 360 has a great knack of cheering us up in our most desperate moments and depressing us again when we get stuck, but do we ever consider the thoughts of what our console might be pondering during this time? You can now find out as I (GlideManiac) did on the 26th March, 2007:

"GlideManiac hit the switch and fired me up yesterday... his total gamer score is 14479. That is a gain of 575 points over last time! That puts us above 14,000 points! He rallied Fuzion Frenzy 2 winning an amazing 8 achievements, and before I even realized it, he was finished and I was sad."

360Voice (www.360voice.com) blogs not only your gaming adventures for all to see, but also delivers how your console would tell the story. If you game every day, you will bask in the love and admiration of your Xbox 360 partner, but leave it for a while and soon it (or maybe he/she) will turn on you in an instant!

Yes the Xbox 360 can be a very harsh mistress, detailing every aspect of your more murky gaming sessions for all to see. Don't expect loyalty or good behaviour here if you dare to neglect this now fully functioning blogging nightmare.

Actually 360Voice is a fantastic way of spreading cheeky antics and achievement point scoring to the masses in a very unique and fun way. Registration is extremely simple and the rewards just astounding as you watch in awe as your Xbox 360's personality is exposed for all to see.



Give your box a voice at 360Voice

"The Xbox 360 can detail every aspect of your more murky gaming sessions for all to see"

On Xbox Live Arcade

Major Nelson [refer to issue #3] wasn't exaggerating when he said that Xbox Live Arcade would improve and this has been further bolstered by the release of Castlevania: Symphony of the Night. Following on from Alien Hominid HD and Worms, this almost 10 years old classic worth 800 points is full of Dracula myth and 2D platforming intrigue. Definitely one to consider!

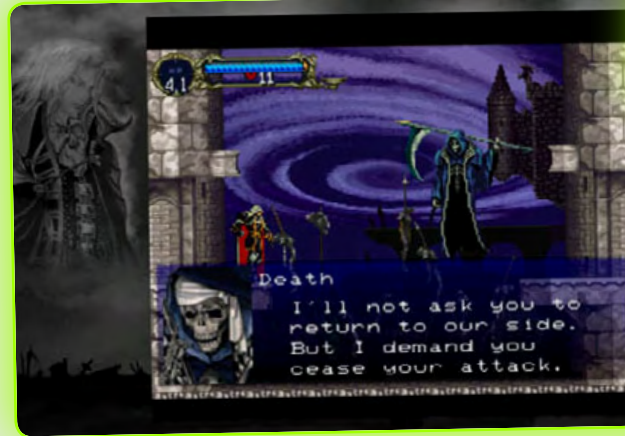
Following on from this we also have Jetpac Refuelled, which developed by Rare looks back as far as 1983 to not only bring back the original, but also a new revamped version with 128 levels of 2D shooting devastation to your television. At just 400 points, make sure you have your nostalgia hat on yet again. The graphical improvements are gratefully welcomed when you compare the two versions that is for sure! See XBLA reviews on page 30.



Retro nostalgia from 1983...



...or a graphical kick up the behind



First to break the 50Mb Arcade barrier

On Marketplace

The Elder Scrolls IV: Oblivion may be getting on a bit now, but that hasn't stopped the eagerly awaited expansion pack to appear on Marketplace recently at a

whopping 2400 points. With a potential of another 30 hours of gameplay though, the Shivering Isles promises gaming addiction all over again. Reviewed on Page 28.

X The 360Zine Challenge #2

Come and 'ave a go if you think you're 'ard enough etc

Last month we saw Gears of War carnage rampaging through Xbox Live and early gaming reports suggest glowing performances for Xtralife.

Clan leader Hooligunn boasts "We have thoroughly enjoyed our recent game against Xbox Gamers Live winning 3-2, but now we are looking for fresh targets in GRAW 2".

If you want to take up this challenge, Xtralife with support from 360Zine are continuing their clan activities this month with Ghost Recon Advanced Warfighter 2 using the Capture the Flag mode. Find out more at the Xtralife website: www.xtralife.co.uk

CHALLENGE US TO... GRAW2

To challenge us, you need to head over to www.xtralife.co.uk and click the 360Zine button on the front page. From there, you can see the dates for the XtraLife GRAW2 challenge so get locked and loaded for action!

Scores on the doors...

Xtralife 3 XGL 2
XGL formed in Oct 2002

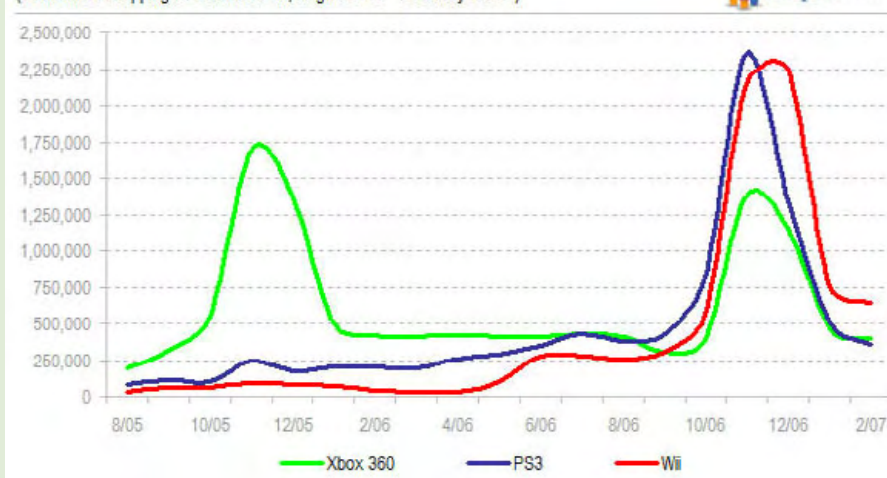
Xtralife 2 The Wild Rovers 2
The Wild Rovers are an Irish based clan

Complete Blog

Dealing with numbers gives us a headache, but those clever people over at the Compete Blog make a website out of statistical data avoiding the need for any aspirin aid. Presenting information from data they have collected, they have lately revealed some of the trends in the gaming universe by informing the community that the Nintendo Wii and Xbox 360 currently enjoys a healthy demand while the PlayStation 3 suffers post launch blues. You can find out more by reading Max Friert's post over on their website. <http://blog.compete.com>

"Xbox 360 currently enjoys a healthy demand while the PlayStation 3 suffers post launch blues"

U.S. Video Game Console Demand
(Consumers shopping for each console, August 2005 - February 2007)



Major Dashboard Update Looms

It won't be that long now until we have another considerable update for our chum the Xbox 360. At this point it is maybe a good idea to have a brief look at what previous instalments have opened up to us...

Every six months we receive this gem of

upgradeability to the software and in May 2006 the most notable addition was of course background downloading among a vast list of other smaller features. In contrast the October 2006 update added 1080p and XNA support.

So what might we see now? Well this is the

chunkier update of the two we see every year, hopefully an equally long feature list will appear. Hopefully we'll see some sort of group dashboard audio chat similar to the original Xbox, or how about the dashboard indicating which game is in the DVD Drive? Maybe we will see a reaction to

the European PlayStation 3 launch with some new community features for Xbox Live? Don't forget that Live for Windows (the PC version of Xbox Live) will appear on Windows Vista around the same time this update is released, so potentially a lot could change! Only time will tell.

In **360Zine** Issue 6

WIN 2 CONSOLES!
Tell your mates about
360Zine for a chance to win!
CLICK HERE NOW

EXCLUSIVE REVIEW

Spider-Man 3

PREVIEWS

Halo 3
Mass Effect

REVIEWS

The Darkness
Colin McRae: DIRT

INTERVIEW

Peter Molyneux

360Zine Issue 6 Out May 3rd

Don't miss it! Sign up today!

Also now available from

www.gamerzines.com

PCGZine – for PC games

P3Zine – for PlayStation 3

HGZine – for PSP and DS

Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 07770 648500

Call Duncan to discover how e-publications can work for you!

Design: InkCap Design

Contributors: Keri Allan, Lee Hall, Steve Hill, Ian Morris, James Woodcock, Chris Schilling, Kieron Gillen

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.
All contents © Cranberry Publishing Ltd 2007
Company registration number: 4987058

Want more Xbox 360?



N4G THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers

<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

